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- 1** Performance and dependability evaluation of scalable massively parallel computer systems with conjoint simulation 97%

Axel Hein , Mario Dal Cin

ACM Transactions on Modeling and Computer Simulation (TOMACS) October 1998
Volume 8 Issue 4

Computer systems are becoming more and more a part of our daily life; business and industry rely on their service, and the health of human beings depends on their correct functioning. Computer systems used for critical tasks have to be carefully designed and tested during the early design stage, the prototype phase, and their operational life. Methods and tools are required to support and facilitate this vital task. In this article, we tackle the issue of system-level performance and depen ...

- 2** Fast cluster failover using virtual memory-mapped communication 91%

Yuanyuan Zhou , Peter M. Chen , Kai Li

Proceedings of the 13th international conference on Supercomputing May 1999

- 3** Economical Fault-Tolerant Networks 87%

Ali Raza Butt , Jahangir Hasan , Kamran Khalid , Farhan-ud-din Mizra

Linux Journal June 2000

A software solution to achieve fault tolerancecapitalizing on redundant replication of data and elimination of any single point of failure and with transparent switchover.

- 4** High Availability Cluster Checklist 85%

Tim Burke

Linux Journal November 2000

With a variety of clustering services on the market, the ability to determine how well

options meet your specific business needs is necessary.

5 Recovery in the Calypso file system 83%



Murthy Devarakonda , Bill Kish , Ajay Mohindra

ACM Transactions on Computer Systems (TOCS) August 1996

Volume 14 Issue 3

This article presents the design and implementation of the recovery scheme in Calypso. Calypso is a cluster-optimized, distributed file system for UNIX clusters. As in Sprite and AFS, Calypso servers are stateful and scale well to a large number of clients. The recovery scheme in Calypso is nondisruptive, meaning that open files remain open, client modified data are saved, and in-flight operations are properly handled across server recover. The scheme uses distributed state amount the client ...

6 An Ethernet compatible low cost/high performance communication solution 82%



I. Chlamtac , A. Herman

ACM SIGCOMM Computer Communication Review , Proceedings of the ACM workshop on Frontiers in computer communications technology August 1987

Volume 17 Issue 5

The LAN-HUB is a new local area network designed to combine the properties of several existing LAN standards to provide highly reliable communication at a relatively lower cost per station, improve network capacity/delay performance and increase the LAN user's flexibility in configuring his network. The LAN-HUB network is configured around the CODEX 4320 LAN-HUB communication controllers which allow up to eight Ethernet/IEEE 802.3 stations to transparently share one network transceiver or R ...

7 A High Availability Clustering Solution 82%



Phil Lewis

Linux Journal August 1999

Mr. Lewis tells us how he designed and implemented a simple high-availability solution for his company

8 On calculating connected dominating set for efficient routing in ad hoc wireless networks 80%



Jie Wu , Hailan Li

Proceedings of the 3rd international workshop on Discrete algorithms and methods for mobile computing and communications August 1999

9 On estimating end-to-end network path properties 80%




Mark Allman , Vern Paxson

ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication August 1999

Volume 29 Issue 4

The more information about current network conditions available to a transport protocol, the more efficiently it can use the network to transfer its data. In networks such as the Internet, the transport protocol must often form its own estimates of network properties based on measurements performed by the connection endpoints. We consider two basic transport estimation problems: determining the setting of the retransmission timer (RTO) for a reliable protocol, and estimating the bandwidth available ...

10 WELD—an environment for Web-based electronic design 80%

 Francis L. Chan , Mark D. Spiller , A. Richard Newton
Proceedings of the 35th annual conference on Design automation conference May 1998

Increasing size and geographical separation of design data and teams has created a need for a network-based electronic design environment that is scaleable, adaptable, secure, highly available, and cost effective. In the WELD project we are evaluating aspects of the network integration and communication infrastructure needed to enable such a distributed design environment. The architecture of WELD and the components developed to implement the system, together with performance result ...

11 Floor control for large-scale MBone seminars 80%


 Radhika Malpani , Lawrence A. Rowe
Proceedings of the fifth ACM international conference on Multimedia November 1997

12 Availability: World wide failures 77%

 Werner Vogels
Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications September 1996

The one issue that unites almost all approaches to distributed computing is the need to know whether certain components in the system have failed or are otherwise unavailable. When designing and building systems that need to function at a global scale, failure management needs to be considered a fundamental building block. This paper describes the development of a system-independent failure management service, which allows systems and applications to incorporate accurate detection of failed proc ...

13 Low-latency communication on the IBM RISC system/6000 SP 77%

 Chi-Chao Chang , Grzegorz Czajkowski , Chris Hawblitzel , Thorsten von Eicken
Proceedings of the 1996 ACM/IEEE conference on Supercomputing (CDROM) November 1996

The IBM SP is one of the most powerful commercial MPPs, yet, in spite of its fast processors and high network bandwidth, the SP's communication latency is inferior to older machines such as the TMC CM-5 or Meiko CS-2. This paper investigates the use of Active Messages (AM) communication primitives as an alternative to the standard message passing in order to reduce communication overheads and to offer a good building block for higher layers of software. The first part of this paper describe ...

14 Active middleware services in a decision support system for managing highly available distributed resources 77%


 Sameh A. Fakhouri , William F. Jerome , Vijay K. Naik , Ajay Raina , Pradeep Varma
IFIP/ACM International Conference on Distributed systems platforms April 2000

We describe a decision support system called Mounties that is designed for managing applications and resources using rule-based constraints in scalable mission-critical clustering environments. Mounties consists of four active service components: (1) a repository of resource proxy objects for modeling and manipulating the cluster configuration; (2) an event notification mechanism for monitoring and controlling interdependent and distributed resources; (3) a rule evaluation and decision proces ...


15 A network performance tool for grid environments 77%

 Craig A. Lee , James Stepanek , Rich Wolski , Carl Kesselman , Ian Foster
Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)
January 1999


16 An architecture for a secure service discovery service 77%

 Steven E. Czerwinski , Ben Y. Zhao , Todd D. Hodes , Anthony D. Joseph , Randy H. Katz
Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking August 1999


17 Flooding for reliable multicast in multi-hop ad hoc networks 77%

 Christopher Ho , Katia Obraczka , Gene Tsudik , Kumar Viswanath
Proceedings of the 3rd international workshop on Discrete algorithms and methods for mobile computing and communications August 1999

18 Internet routing instability 77%

 Craig Labovitz , G. Robert Malan , Farnam Jahanian
IEEE/ACM Transactions on Networking (TON) October 1998
Volume 6 Issue 5

19 Resource aggregation for fault tolerance in integrated services networks 77%



 Constantinos Dovrolis , Parameswaran Ramanathan
ACM SIGCOMM Computer Communication Review April 1998
Volume 28 Issue 2

For several real-time applications it is critical that the failure of a network component does not lead to unexpected termination or long disruption of service. In this paper, we propose a scheme called RAFT (Resource Aggregation for Fault Tolerance) that guarantees recovery in a timely and resource-efficient manner. RAFT is presented in the framework of the Reliable Back-bone (RBone), a virtual network layered on top of an integrated services network. Applications can request fault tolerance ag ...

20 Frangipani: a scalable distributed file system 77%

 Chandramohan A. Thekkath , Timothy Mann , Edward K. Lee
ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles October 1997
Volume 31 Issue 5

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